IN THE CLAIMS

1. (Currently Amended) A light-mixing layer for absorbing light emitted from a light source, comprising:

light-scattering articles for scattering the light emitted from the light source, wherein the light-scattering particles are made of quartz, glass or polymeric transparent materials;

phosphor particles for converting a portion of the light originating from the light source into another wavelength light; ~~and~~

diffuser particles for mixing the light emitted from the light-scattering particles and the phosphor particles, wherein the diffuser particles are selected from the group consisting of $BaTiO_3$ and Ti_2O_3; and

wherein the light-scattering particles, phosphor particles and diffuser particles are arranged in a particle-interlaced order.

2. (Original) The light-mixing layer of claim 1, wherein an arrangement of the light-scattering particles, diffuser particles and phosphor particles is made by a process of printing, dispersion, SPIN, evaporation, inertial force, expressure, condensation, cladding or sputtering.

3. - Cancelled

4. - Cancelled

5. (Original) The light-mixing layer of claim 1, wherein the phosphor

particles are made of an inorganic phosphor matter.

6. (Original) The light-mixing layer of claim 1, which covers the light source by a process of inertial force, expressure for condensation.

7. (Original) The light-mixing layer of claim 1, which covers the light source by a coating or printing process.

8. (Original) The light-mixing layer of claim 1, which covers the light source by a sputtering, cladding or evaporation process.

9. (Original) The light-mixing layer of claim 1, which keeps a distance from the light source, and absorbs the light emitted from the light source by reflection.

10. (Original) The light-mixing layer of claim 1, wherein the light-scattering particles occupy 10% to 70% by weight, the phosphor particles occupy 10% to 65% by weight and the diffuser particles occupy 15% to 60% by weight.

11. (Currently Amended) An LED component, comprising a chip, a chip cup, electrodes and a transparent encapsulant, ~~characterized in that~~ wherein the LED component includes a light-mixing layer for absorbing light emitted from

the LED chip, the light-mixing layer including light-scattering particles made of quartz, glass or polymeric transparent materials for scattering the light emitted from the LED chip, phosphor particles for converting a portion of the light originating from the LED chip into another wavelength light and diffuser particles selected from the group consisting of $BaTiO_3$ and Ti_2O_3 for mixing the light emitted from the light-scattering particles and the phosphor particles, wherein the light-scattering particles, phosphor particles and diffuser particles are arranged in a particle-interlaced order.

12. (Original) The LED component of claim 11, wherein the light-mixing layer covers the LED chip by a process for inertial force, expressure or condensation.

13. (Original) The LED component of claim 11, wherein the light-mixing layer covers the LED chip by a coating or printing process.

14. (Original) The LED component of claim 11, wherein the light-mixing layer covers the LED chip by a sputtering, cladding or evaporated process.

15. (Original) The LED component of claim 11, wherein the light-mixing layer keeps a distance from the LED chip, and the light-mixing layer absorbs the light emitted from the LED chip by reflection.

16. (Currently Amended) A light-mixing method, comprising the following steps:

providing a light-mixing layer including light-scattering particles, phosphor particles and diffuser particles, and the light-mixing layer used for absorbing the light emitted from a light source, wherein the light-scattering particles are made of quartz, glass or polymeric transparent materials, while the diffuser particles are selected from a group consisting of $BaTiO_3$ and Ti_2O_3 ;

utilizing the light-scattering particles to scatter the light emitted from the light source;

utilizing the phosphor particles to convert a portion of the light originating from the light source into another wavelength light; and

utilizing the diffuser particles to mix the light emitted from the light-scattering particles and the phosphor particles.

17. (Original) The light-mixing method of claim 16, wherein an arrangement of the light-scattering particles, diffuser particles and diffuser particles is made by a process of printing, dispersion, SPIN, evaporation, inertial force, expressure, condensation, cladding and sputtering.

18. (Original) The light-mixing method of claim 16, wherein an arrangement of the light-scattering particles, phosphor particles and diffuser particles is dependent on a usage level of gravitation, inertia, pressure and solidification.

19. - Cancelled

20. - Cancelled

21. (Original) The light-mixing method of claim 16, wherein the phosphor particles are made of an inorganic phosphor matter.

22. (Original) The light-mixing method of claim 16, wherein the light-scattering particles occupy 10% to 70% by weight, the phosphor particles occupy 10% to 65% by weight and the diffuser particles occupy 15% to 60% by weight.